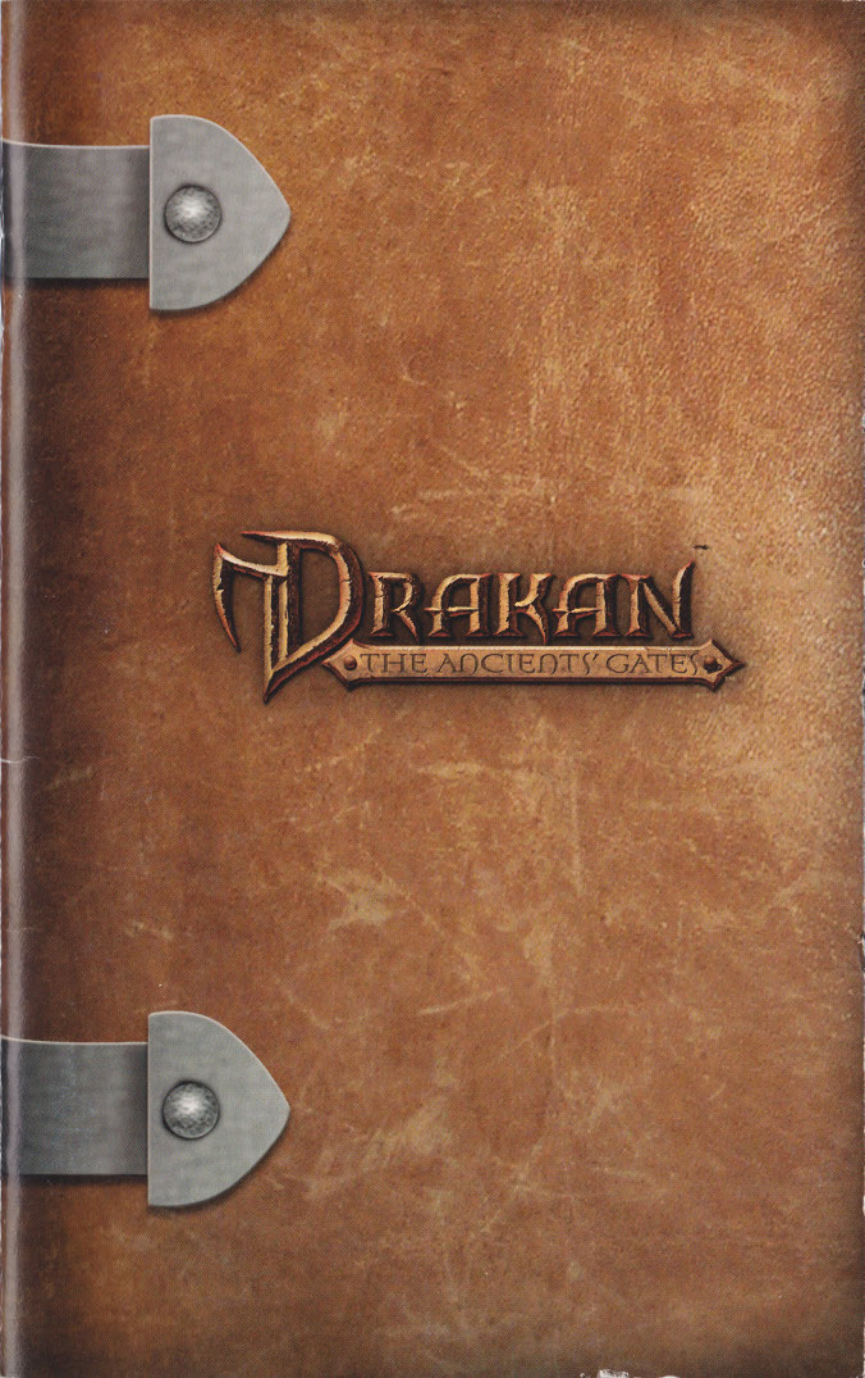

DRAKAN
THE ANCIENTS' GATES

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Drakan: The Ancients' Gates™ Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

Within Canada: **1-900-451-5757**
$1.50/min. auto hints

Automated service is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday, 7AM–6:30PM PST.

PlayStation 2 Online **www.scea.com**

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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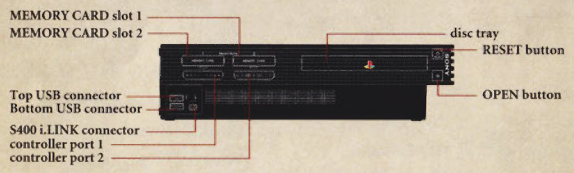
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SETTING UP

Setup your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Drakan: The Ancients' Gates**™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to the manual for information on using the software.

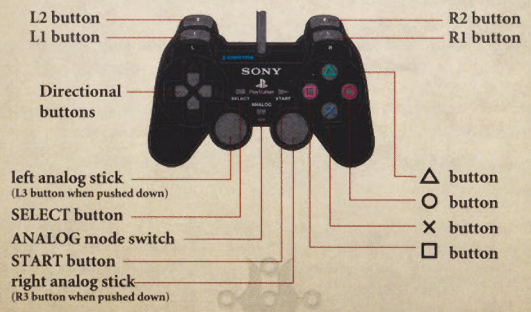


MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD (8MB) (for PlayStation 2) into MEMORY CARD slot 1 or slot 2 of your PlayStation 2 computer entertainment system. You can load saved game data from the same card, or any MEMORY CARD (8MB) (for PlayStation 2) containing previously saved **Drakan: The Ancients' Gates** games.

For information, see "Saving and Loading Game Data" on page 34.

CONTROLLER DIAGRAM



CONTROLS

Menus

Start/Pause game	START button
Select menu option	Directional button + ✕ button
Open/Close Items menu	SELECT button
Cycle Items menu screens	L1/R1 button

Rynn

Dismount Arokh	✕ button (when Arokh is on ground)
Jump on Arokh	left analog stick (walk Rynn into Arokh)
Draw weapon	R1 button
Attack with weapon	□ button
Parry attack (block)	○ button
Thrust	Directional button + □ button
Attack with magic	□ button
Cast spell	○ button (hold) + Directional button
Cycle hot slot weapon	R1 button
Call Arokh/Talk to people	L1 button (hold to call Arokh)
Throw switches	L1 button
Pick up multiple items	L1 button
Kneel	✕ button
Roll forward or backward	✕ button + left analog stick UP or DOWN
Jump	△ button
Backflip	left analog stick DOWN + △ button
Flip left/right	L2 button (hold) + left analog stick LEFT/RIGHT + △ button
Sidestep	L2 button (hold) + left analog stick LEFT/RIGHT

Continues on next page

Rynn continued

Pull up while hanging	left analog stick UP, or △ button
Climb ladder	Directional button or left analog stick UP/DOWN
Pan camera view	right analog stick
Push object	left analog stick
Swim	left analog stick + right analog stick
Set target lock	R2 button
Toggle current target	L2 button

Special Combo Attacks

Overhead chop attack	↓ button twice + ▢ button
Heavy slash from left to right	← twice + ▢ button
Heavy slash from right to left	→ twice + ▢ button
Spin attack	↓, then ↑ + ▢ button

Arokh the Dragon

Fly up/Take off from the ground	△ button
Fly down/Land	✕ button
Fly or walk forward	left analog stick UP
Fly or walk backward	left analog stick DOWN
Turn	left analog stick LEFT/RIGHT
Fly sideways	L2 button (hold) + left analog stick LEFT/RIGHT
Change attack type	L1 button
Lock target	R2 button
Basic attack	▢ button or R1 button
Powerful attack	○ button
Basic Bite attack (on ground)	↑ + ▢ button
Pitch up/down	right analog stick UP/DOWN
Dive	left and right analog stick UP

THE LEGEND OF THE SPIRIT DRAGONS

600 years ago, during the Golden Age in the World of Drakan, humans and dragons were allies and the world flourished. The symbol of this alliance was the Order of the Flame. Within the Order, honored human knights and dragons of the Elder Breed joined their souls in a pact called the Bond. Dragon and rider soared over every realm of Drakan insuring the peace and helping those in need. While under the guardianship of the Order, the world knew prosperity and harmony.

But there are those who watch a peaceful day and see nothing to savor. An evil fire burns in their souls that can never be extinguished. These want only power over others. Traitors, some even within the Order of the Flame, made a grab for power and the Golden Age disintegrated into warfare. When the blood dried on the last battlefield, there were no victors. No bonded pairs of human and dragon remained. The dragons retreated into deep sleep and Drakan began its centuries long decay.



To this day, Drakan suffers from that war so long ago. Lawlessness rules as roving bandits attack the few pockets of civilized society left in Drakan. Predatory monsters roam the land and feral dragons terrorize the skies. All this misery is fomented by a tribe of sorcerers, named the Desert Lords, who thrive on chaos and now threaten to enslave all of Drakan.

The warrior Rynn grew up amid this evil. Through a twist of fate, she revived a sleeping dragon named Arokh. He was a fierce and noble dragon of the Elder Breed, who had not stirred in six centuries. Arokh fought in the Dark Wars, and with his rider, had struck the final blow against Navaros, the leader of those who betrayed peace on Drakan. Arokh and Rynn bonded and, souls entwined, she became a Knight of the Order.

Of the great towns that were once plentiful in Drakan, only the castle fortress of Surdana survives. Within Surdana lies one of the Rune Gates that once served as a portal to cities around the world. Trapped within the Rune Gates are the Spirit Dragons, immortal defenders of the ancient empire. If the Spirit Dragons can be freed, the Desert Lords can be defeated and civilization will be restored. But freeing the Spirit Dragons will be no easy task. The Desert Lords will focus their evil on anyone attempting to save the legendary dragons. And evil monsters, bandits and mercenaries will attempt to take Rynn and Arokh's gold, and even their life. But heroism and the strength of these two warriors are strong. As Rynn and Arokh unite to save the Spirit Dragons, the battle for the future of humanity roars.

THE MAIN MENU

Press the Directional button to highlight an item and press the ⊗ button to open the selection.

Load Game



1. Highlight LOAD GAME and press the ⊗ button.

2. Select the saved game you want to play and press the ⊗ button.

Note: A MEMORY CARD containing saved Drakan: The Ancients' Gates data must be inserted in MEMORY CARD slot 1 or slot 2 of your PlayStation®2 computer entertainment system to load game data.



New Game

Begin the quest to awaken the Spirit Dragons and battle the Desert Lords.

Options

Press the Directional button UP/DOWN to highlight an option. To change the setting press the Directional button LEFT/RIGHT or press the ⊗ button.

Controller

Review or change Rynn's and Arokh's controls.

- Press the Directional button UP/DOWN to select a menu item.
- Press the △ button or START to exit this screen at any time.

Show Controller — Press the Directional buttons LEFT or RIGHT to highlight either Rynn or Arokh. The controls for that selection will appear on the diagram.

Controller Configuration — Press the ⊗ button to toggle between the three possible controller configurations: Standard, Alternate, or Dual Analog.

Analog Controller Vibration — Turn the DUALSHOCK™2 or DUALSHOCK™ analog controller vibration function ON/OFF.

Reverse Pitch — Turn ON to reverse the direction that the right analog controller moves to pitch Rynn or Arokh UP and DOWN.

Audio

Press the Directional buttons LEFT/RIGHT to adjust MUSIC and SOUND volumes.

- Press the △ button or START to exit this screen at any time.



Master Volume — Adjusts volume of voices, sound F/X and music.

Music Volume — Adjusts music volume only.

Show Subtitles — Press the ⊗ button to check or uncheck (turn off) subtitles that appear during gameplay.

Stereo Sound — Press the ⊗ button to turn stereo sound output ON/OFF. Do not check this option if your TV only has one speaker.

Options continued

Adjust Screen

Highlight ADJUST SCREEN and press the ⊗ button. Press the Directional buttons to adjust the position of the screen and press START to exit the screen.

Save Settings

Save audio, controller, and screen adjustment settings. Highlight SAVE SETTINGS and press the ⊗ button. Press the ⊗ button again when YES is highlighted to save all settings.

Default Settings

Highlight DEFAULT SETTINGS and press the ⊗ button. Press the ⊗ button again when YES is highlighted to default audio, controller, and screen adjustment settings to their original default settings.

Back

Highlight Back and press the ⊗ button to return to the Main Menu. You can also press START or the △ button at any time to return to the previous menu.

PLAYING THE GAME

Rynn and Arokh are the only hope for Drakan. Begin your quest at Surdana, the last bastion of human civilization on Drakan. As a bonded pair of the Order, Rynn and Arokh are sworn to protect what little civilization remains in the world.

Quests

Rynn and Arokh must embark on quests to reach the ultimate goal of awakening the Spirit Dragons. When it is time to embark on a quest, a new Journal Entry will appear in the top-left of the screen for several seconds. Check Rynn's Journal on the Items Menu to see the tasks at hand.



Optional quests may be given while in pursuit of a primary quest. Optional quests are not required to complete the game, but do provide you with valuable rewards. Talk to the inhabitants of Drakan by pressing the L1 button when standing near someone. They may give you useful information on a quest. When you accomplish a task, a checkmark will appear in the box next to the quest description in Rynn's Journal. See "The Items Menu" on page 13 for more on Rynn's Journal.

Attacking with Rynn or Arokh

Attack enemies with either Rynn or Arokh. When Rynn is riding Arokh, he attacks, and all controls direct the dragon. When Rynn dismounts Arokh, all the controls direct her. To dismount and attack with Rynn, land Arokh (press and hold the ⊗ button). When he folds his wings, press the ⊗ button again and Rynn will jump to the ground. In ground battle, Arokh may attempt to defend Rynn by pouring flames onto the enemy from the air.

Traveling with Arokh

In large open spaces, Rynn and Arokh travel together. The mighty dragon must have room to fly, land or walk. Where space is tight, Rynn must dismount and leave Arokh in a clear landing area. Arokh will attempt to protect Rynn in dangerous situations as long as he has room to attack from overhead. During some missions, Rynn must travel completely alone to places that are too confined for Arokh.

Injury

Both Rynn and Arokh can be injured in battle and since their souls are bonded, damage to one is dealt to both. Rynn can injure herself by falling too great a distance. Rynn can also drown in deep water. Each time Rynn or Arokh is injured, the Health Glass loses some blood. Restore health by using a Health Elixir or Potion of Life. If all the blood in the Health Glass disappears, Arokh and Rynn die and the game is over.

THE GAME SCREEN



Experience Meter

As Rynn gains combat experience, the meter fills. When it reaches the maximum, Rynn moves up one experience level and wins a skill point. Use the skill point to raise the level of one of Rynn's skills. See "Skills" on page 16.

Mana/Power Glass

Mana is the force that powers Rynn's spells and power is what delivers Arokh's fire. Arokh can replenish his power from within. But Rynn must find and drink mana in order to recover it. As mana or power is used up, it drains the Mana/Power glass.

Tip: To replenish Arokh's power, stop attacking for a few moments.

- Find Half Mana or Full Mana to restore Rynn's mana.
- When Rynn is equipped with the bow or magical weapon, a number appears in the Mana/Power Glass showing how many arrows or charges remain.
- Later in the quest, Rynn can increase her magical skill, which will restore her mana slowly over time. This rate will increase as her magic skill level increases.

Weapon Selection



When Rynn changes weapons, the newly equipped weapon appears here briefly. When Rynn cycles through her hot-slotted weapons using the R1 button, the list of weapons will appear here.

Compass

The Compass surrounds the Mana/Power Glass and always points to true north.

Acquired Item and Quest List

When Rynn and Arokh are given a new quest or map location, a description of the entry will appear in the upper-left of the screen with either a journal or map icon next to it. When Rynn picks up new items or gold, the item description will also appear in this list. Open the Items Menu (press the SELECT button) to see any new items, quests, or map locations. See the "Items Menu" on page 13.

Health Glass

Each time Rynn or Arokh takes damage, the blood force in the glass drops. If it empties, Rynn or Arokh collapses and the game is over. A white flash of the health glass tells you that one of the pair has just been attacked. A blue flash indicates that health is being restored, usually by a magical spell.

Target Lock

Press the R2 button during combat to lock onto a target. A yellow spinning aura will appear around the locked target. Use Target Lock with Arokh to hit a targeted enemy with flame or other dragon magic. Use it with Rynn to target a specific enemy during all forms of combat. Rynn or Arokh will always face the locked target, and all turn controls become sidestep (left/right) controls while targeted.

Weapon/Armor Break Warning Icon

If your equipped weapon or armor's durability is low, a breakage-warning icon will appear on the right side of the screen. Once the weapon breaks, it will become unusable. Broken weapons can be repaired at a store.

Air Meter

The Air Meter appears only when Rynn swims underwater. See "Swimming" on page 19.

THE ITEMS MENU



Press the SELECT button to open the Items Menu. Press the R1 or L1 buttons to cycle through the available screens: Items, Spells, Skills, Map, Journal.

From the Items Menu you can:

- View and equip weapons, items or magical spells.
- Check experience and skill levels.
- Consult Rynn's journal to find out what quests to perform or those that are completed.
- Check your position on the map and find new destinations.

Weapons/Items

Look here to view and equip the weapons or other items Rynn is holding. Press the Directional button to highlight a weapon or item and press the ⊗ button. Most things, including weapons, potions and mana, must be equipped for use. Some items are used automatically without being equipped.

Name

Name of the currently selected weapon.

Skill or Experience Needed

This is the level of skill needed to use the weapon. If Rynn's skill level is below that required for the weapon, the text appears in black type. Bows will require a minimum Archer skill level. Armor and shields require a minimum Experience level, and all other weapons require a minimum Melee skill level.

Damage

This is the damage level the selected weapon can inflict. Damage is measured from 1–40. AP indicates whether a weapon is armor piercing. AP weapons inflict full damage on armored opponents.

Durability

As Rynn uses a weapon, its durability is reduced. The number on the left is durability remaining. The number on the right is the maximum durability of the weapon. If the weapon wears out, it becomes unusable and must be repaired. Armor cannot be repaired once it has worn out. While using a bow and arrow, this rating tells the number of arrows remaining.

Speed

Lightweight weapons are easy to handle and fast. Heavier weapons are harder to swing and take more time to deliver multiple blows, but usually do more damage.

Price/Sell/Repair

The Price/Sell/Repair listing appears when you are dealing with a shopkeeper and the item is available for sale. To see if you have the gold to purchase the selected item, look at your gold account at the lower right of the menu. Press the ▣ button to purchase the selected item. You may also sell items in your inventory using the same procedure if the item indicates a "Sell" price instead of just "Price." Press the ◯ button to sell the selected item. Weapons may be repaired from within a store for the price indicated after the "Repair" label. Press the ⊗ button to repair the selected item.

Hot Slot

The Hot Slot allows you to quickly equip a weapon or other item without opening the Weapons/Items screen. To place a weapon in a hot slot:

1. Open the Items Menu. On the Weapons/Items screen, highlight the weapon or item you want to "hot slot".

2. Press the ⊗ button. A small triangle appears above and to the right of the weapon.

When you want to select the weapon during your quest, press the R1 button to quickly cycle through all hot-slotted weapons or items to the one you want. Then press the ▣ button to EQUIP the weapon.

To remove a weapon from the Hot Slot, open the Items Menu. On the Weapons/Items screen, highlight the item you want to remove and press the ⊗ button.

Spells

Spells that you purchase and learn are stored here. You may cast spells from within this screen or have Rynn cast the spell with the screen closed from within the game. From the Spells screen, select the spell and press the ▣ button to summon a spell. See "Spell Casting" on page 21 for specific spell casting instructions.

Spells Statistics

Press the Directional buttons to select a spell. The casting pattern for that spell will appear in the area below and to the right. Detailed information about the spell will be displayed in the left-hand box:

Spell Level —The power level of the spell you currently have selected.

Skill Needed —The magic skill required to cast the spell.

Damage —The amount of damage the spell inflicts.

Duration —The number of seconds the spell will remain active. (Used only for Fear, Clone and Speed.)

Health Regained —The percentage of total health regained after casting. (Used only for Rejuvenate.)

Mana Cost — Percentage of Rynn's total mana required to cast spell.

Skills



As Rynn gains combat experience, skill levels can increase allowing her to use stronger weapons and magic. Each skill begins at 1 and can reach a maximum of 8.

Experience Level

As Rynn wins battles, her experience meter begins to fill. When it reaches its peak, Rynn's experience level increases by one point and her health is restored to maximum. She also wins a skill point that can be used to increase any one of her three skills.

Assigning Skill Points

To assign unused skill points to one of the skills: Press the Directional button UP/DOWN to highlight the skill you want to increase, and press the Directional button LEFT/RIGHT to increase or decrease the skill.

When you attempt to exit the Skills screen, a prompt will appear asking if you want to make these skills permanent. You can select NO to return to the Skills screen and reassign the skill points. Once the skill points have been assigned, you cannot take them away.

Note: Rynn will maintain a minimum of 1 point for each skill.

Melee Skill

Melee skill is the ability to use hand weapons such as the sword, axe or club.

Archer Skill

Rynn can use stronger and more lethal bows and arrows.

Magic Skill

Increased magical skill makes it possible to cast powerful spells and Rynn's mana will increase at a faster rate with each skill point.

Skill Points Unspent

This shows the number of skill points that are unused and available.

Map



The map shows an overview of the current region where Rynn is traveling. The red triangle is her current position, and it faces in the direction that the camera is facing. This corresponds to the same direction as Rynn's Compass that is around the Mana/Power Glass in the lower right of the screen. Locations of interest appear as colored dots. Press the Directional button LEFT/RIGHT to highlight a location and see its name. The map can be used to easily determine which direction Rynn and Arokh should travel to get to a particular location on the map.

Rynn's Journal



You must complete quests as Rynn and Arokh travel through Drakan. When a new quest is given, the quest description will appear at the top of the screen. Open the journal to discover what your next move should be. When a task is completed, a checkmark appears next to it in the journal. Learn about quests by talking to people. Walk up to someone and press the L1 button. They will give you information or plead with you to help them. A Knight and Dragon of the Order are sworn to aid and protect. You must help those in need.

- Press the Directional button LEFT/RIGHT to change region views. Each region in Drakan has its own unique quests.
- Press the Directional button UP/DOWN to scroll through the list of Primary and Optional quests.

Primary quests must be completed in order to complete the game. Optional quests provide Rynn and Arokh with great rewards that will make it easier to progress though the game, but completing them is not required to win the game.

Rynn's Moves

Jumps and Flips



Rynn can leap and flip to avoid attacks or jump over obstructions. Press the △ button and Rynn will jump in place. Press the △ button while she is running and she leaps.

To perform a backflip, press and hold the left analog stick DOWN followed by the △ button.

To perform a sideflip to the left or right, press and hold the L2 button while pressing LEFT/RIGHT on the left analog stick followed by the △ button. If Rynn is target-locked onto an enemy, pressing the L2 button is not required.

Leaping and Hanging



To leap over chasms, press the Directional button UP to get a running start and press the △ button to leap.

While Rynn is leaping, press the ✕ button + left analog stick when she is flying toward a ledge. Rynn will extend her arms and attempt to hang from the ledge. Press the left analog stick UP, or the △ button, and she will pull herself up to a standing position.

Rolling



Press the ✕ button + Directional button or left analog stick UP/DOWN to roll Rynn forward or backward. If Rynn is trapped in a tight position or needs to move under a low hanging obstruction, try rolling her through. She may also roll left and right by holding down the L2 button + ✕ button and moving the left analog stick LEFT/RIGHT. If Rynn is target-locked onto an enemy, pressing the L2 button is not required.

Swimming



Rynn can swim underwater. When submerged, make sure not to run out of air by watching the Air Meter. When it runs low, Rynn must surface for air or she will drown.

- Submerge by pressing the ✕ button.
- Move forward or backward by pressing the left analog stick UP or DOWN.
- To swim to the surface, press the △ button.
- Use the right analog stick to pitch Rynn up or down.

FIGHTING WITH RYNN'S HAND WEAPONS

Rynn's skill level must match or exceed the skill rating of a weapon for her to use it. As she progresses through each quest, she must acquire more powerful weapons and armor. Weaponry can be purchased or discovered throughout Drakan.

Note: Rynn will be unable to damage those who are of no threat to her, such as villagers in a town.

Swords, Axes and Clubs

Slashing



Press the ■ button once and Rynn slashes her weapon in a side-to-side attack. Press the ■ button twice and Rynn will perform a double-slash. A third press and she finishes with a downward slash.

Thrust

Thrust a weapon in a specific direction by pressing the Directional button to aim the thrust and pressing the ■ button. Rynn can thrust in any direction including straight back.

Parry/Block

Press the ● button when Rynn is holding a sword, axe or club to parry attacks. Successfully timed blocks will absorb 100% of the damage of enemy melee attacks.

Special Combo Attacks

Press the Directional buttons to tap out combo moves that can be used to perform advanced attacks. They can also be used to inflict increased damage or hit more than one enemy at a time. Press the button combinations in order as follows:

Overhead Chop Attack — Press the Directional button DOWN twice and press the ■ button. This attack can be used to attack enemies or objects on the ground.

Heavy slash from left to right — Press the Directional button LEFT twice and press ■ button. This attack will knock down some smaller enemies.

Heavy slash from right to left — Press the Directional button RIGHT twice and press the ■ button. This attack will knock down some smaller enemies.

Spin attack — Press the Directional button DOWN, then UP and press the ■ button. Rynn will lunge forward and spin, hitting multiple nearby enemies.

The Bow



When Rynn is holding the bow, line up on the target and press the ■ button to release the arrow and load the next one. The number of arrows remaining appears in the Mana/Power Glass.

For long range targets requiring pinpoint accuracy:

1. Press the ● button to open the sight.
2. Press the left analog stick to aim the bow and line up the reticle on the target.
3. Press the ■ button or R1 button to release the arrow.

Note: In this mode, the right analog stick will sidestep.

Armor



Armor increases Rynn's resistance to attack. She begins the quest without armor. Be sure to save some gold to purchase armor. There are several different types of armor, each with varying levels of protection, called its "Armor Rating." Equip armor on the Weapons/Items screen by selecting it and pressing the ■ button.

Shields



Shields can be equipped along with one-handed melee weapons to use during combat. The advantage of a shield over a parry block is that the shield can be held up in defense as long as necessary. However, shields do not absorb as much damage. Equip a shield in the Weapons/Items screen by selecting it and pressing the ■ button.

Enchanted Weapons

Some weapons are charged with magical abilities that can be used to exact additional damage on Rynn's enemies. When an enchanted weapon is equipped, the number of charges will appear in the Mana/Power Glass. To execute this magical ability, press the ● button. Once the number of charges is depleted, the magical ability is lost forever.

Note: If Rynn is equipped with a shield, the ● button will always block with the shield instead of activating an enchanted weapon's magic. Deactivate all shields to allow Rynn to use a weapon's magical ability.

SPELL CASTING

A Dragon Knight practices the deadly art of spell casting. Rynn can set her enemies afire, freeze them mid-stride or frighten them into retreat without drawing her sword. As with weapons, Rynn must attain specific skill levels before she can use or purchase certain magical spells.

To cast a spell, Rynn must have it stored in her Spell screen in the Items Menu.

Cast the Spell

Without Opening the Spell Screen



1. Put away any hand weapon. Press the R1 button if nothing is hot-slotted, or select the current weapon with the L1 or R1 button, then press the ■ button.
2. Press and hold the ● button to begin casting the spell. Press the Directional buttons in the proper sequence to summon the spell you want to cast. Rynn's hand will follow the Directional button presses and the spell will appear in her hand. Release the ● button and try again if you made a mistake.
3. Offensive spells will then require you to press the ■ button to use the spell. You may also "target lock" an enemy prior to using the spell (R2 button).

Summon the Spell from the Spell Screen



You may also summon spells from the Spell screen in the Items Menu.

1. Press the SELECT button to open the Items Menu and select the spell screen (R1 button).
2. Select the spell you want (Directional button) and press the ■ button to summon it. Rynn will instantly perform the motions needed to cast the spell. Close Items Menu (Select button).



3. Offensive spells will then require you to press the ■ button to use the spell. You may also "target lock" an enemy prior to using the spell (R2 button).

Instantly Activated Spells

Some spells, including Clone, Time Slow, Fear and Rejuvenate, are cast and used instantly when you summon them.

Spells and Mana

Mana is the force that powers a spell. Each time Rynn casts a spell, her Mana is reduced. When mana is depleted, Rynn can no longer cast a spell. Watch the Mana/Power Glass to monitor remaining mana. Find Full Mana and Half Mana potions to rejuvenate the Mana/Power Glass. Mana can be purchased from merchants or discovered in wooden crates, treasure chests and barrels. Mana will also recharge slowly. The higher Rynn's magic skill, the faster her mana will recharge.

The Spells

To cast the spells below, they must be held on the Spell screen in the Items Menu. Each spell has up to three power levels, each with increasing amounts of damage or duration. Press and hold the ◉ button. Then press the Directional buttons to summon the spell you want Rynn to use. For offensive spells, when Rynn is armed with the spell, press the ■ button to use the spell. Defensive spells will be used immediately upon summoning.

Note: The Directional button sequence follows the name of each spell.

Fear [➡, ⬆, ⬇, ⬅] (Defensive) — This spell causes enemies to run away or cower in terror as Rynn approaches them. Higher power levels make the spell last longer.

Clone [⬇, ➡, ⬆, ⬅, ⬇] (Defensive) — Rynn's clone will distract the enemy allowing her to slip by unnoticed and stealthily kill enemies. Higher power levels make the spell last longer.

Time Slow [⬇, ➡, ⬅] (All advantage) — Slows down the speed of an enemy's movement and attacks. This spell lasts between 20 and 60 seconds depending on power level.

Rejuvenate [⬅, ➡, ⬅, ➡] (Defensive) — Raises Rynn's Health level fully. Higher power levels restore more of Rynn's health with each cast of this spell.



Impale [⬆, ➡, ⬅, ⬇] (Offensive) — A spear appears in Rynn's hand. When she plunges it downward, an enemy becomes impaled by a magical blade even though he stands at a distance from Rynn and the spear. Higher power levels inflict more damage.

Combust [⬇, ⬅, ➡, ⬇] (Offensive) — The power of Rynn's mind causes enemies to spontaneously catch fire. Higher power levels inflict more damage and burn longer.

Lightning [⬆, ⬅, ➡, ⬇] (Offensive) — Hurl a bolt of lightning, which can conduct through multiple enemies. Higher power levels inflict more damage and can conduct through a greater number of enemies at once.

Ice Blast [⬆, ⬅, ➡, ⬆] (Offensive) — Rynn delivers a searing frost that freezes an enemy. Higher power levels inflict more damage and will be more likely to freeze enemies.

Fireball [⬆, ⬅, ⬇, ➡, ⬆] (Offensive) — Rynn hurls a fireball as devastating as Arokh's. Higher power levels inflict more damage and have a greater blast radius.

Soul Steal [⬅, ⬆, ⬇, ➡] (All advantage) — The victim's soul is ripped from his body and he perishes without a scratch. The soul will return to Rynn increasing her health. Higher power levels inflict more damage and give more health back to Rynn.

Arokh in Flight

Press the △ button and Arokh will jump into the air or increase in altitude.



- Press the Directional button or left analog stick UP to fly Arokh forward.
- Press the Directional button or left analog stick DOWN to fly Arokh backward.
- Press the ✕ button to decrease in altitude.
- If a target is locked onto (R2 button), Arokh will turn sharply to face the direction of the target. Release the target lock (R2 button) if you want to fly to another area.

Hovering and Circling



Hover by not pressing the Directional button or left analog stick while Arokh is airborne. While a target is target locked (R2 button), pressing the Directional button or left analog stick LEFT or RIGHT will cause Arokh to circle the target.

Landing and Walking

Press and hold the ✕ button to land Arokh. He must have a landing area large enough to accommodate his wingspan. Once Arokh has landed, press the Directional buttons or left analog stick to walk Arokh over the ground.

AROKH IN BATTLE

Arokh's primary attack is his fiery breath. By finding and flying into Dragon Icons throughout Drakan, you can add to his attacks.



Each attack can be delivered in two different ways:

- Press the ■ button and Arokh fires a standard attack. Use Target Locking (R2 button) to increase the accuracy of long range attacks.
- Press the ● button to fire a secondary attack. Secondary attacks require more mana but inflict more damage and affect a larger radius.

Arokh's Power

When Arokh attacks, he depletes his power. Similar to Rynn's mana, Arokh recharges his power, but it takes less time. When the Mana/Power Glass empties, stop attacking to allow power to return to the glass.

Target Locking



Press the R2 button to lock onto an enemy. When the enemy falls, the lock will drop away or jump to the next closest target. Target locking is less effective with airborne adversaries who can change position rapidly. Pressing the L2 button when locking onto a group of enemies will cycle the target lock to the next nearest enemy.

- The target lock is yellow when tracking a strong or undamaged enemy. When you have damaged an adversary, the lock turns white for a moment. When it turns red, the enemy is close to destruction.

Note: A blue target lock indicates that the target is not vulnerable to attack at the moment. Damage may be inflicted on it at a later time or by some means other than standard weapons.

- Once Rynn or Arokh have targeted an enemy, they will always face the target. In addition, the normal "Turn" function of the left analog stick (LEFT/RIGHT) becomes a side-to-side, circling movement around the target. Press the R2 button again to untarget and move normally.

Defending Rynn

When Rynn is on the ground, Arokh will sometimes take a defensive position above her. If anything attempts to attack her, Arokh will want to lay down defensive fire on nearby enemies. Move Rynn out of the way to allow Arokh to do his work. Fortunately Rynn is immune to damage from Arokh's attacks.

Calling and Mounting Arokh

When Rynn is on the ground and wishes to mount Arokh, she must first call him to land. Press and hold the L1 button for at least two seconds until Rynn calls out for Arokh. She may not be able to call him from within caves or houses. Once Arokh lands, walk near his head and Rynn will automatically mount him. Press the ✕ button to dismount again if Arokh is on the ground. Press the △ button to take to the air once Rynn has mounted Arokh. Arokh may not be able to take off if there is a low ceiling above him.

Arokh's Breath Attacks

Any one of Arokh's attacks has a primary (■ button) and secondary (● button) capability. Arokh begins armed only with Fire. He can win additional attacks in the form of bright flares that hover in the position where an enemy fell. Just fly into them and they become part of Arokh's arsenal. Some of the flares may give Arokh health instead of a new attack. Press the L1 button to change Arokh's attack.

Fire — The primary attack is a fireball. As a secondary attack, Arokh breathes the legendary blast of flame.

Lightning — Arokh lets off a powerful bolt of lightning that can conduct through multiple objects and enemies at one time. His secondary lightning attack is a ball of lightning that flies through the air and zaps electricity at anything nearby.

Ice — Deliver a shattering freeze with the primary attack that causes enemies to crystallize and explode when their health is low. With the secondary attack, shoot out a winter storm to freeze nearby enemies.

Sonic — Launch pulverizing sound waves that can tear an enemy to pieces. The primary attack releases sonic bursts. The secondary attack results in a bomb-like explosion.

Darkness — Release hungry souls that seek out enemies, rip their life force from them and return it to Arokh, increasing your health. The secondary attack opens up a vortex to hell that sucks in all surrounding life.

Arokh's Bite Attack

When Arokh is on the ground, he can bite nearby enemies to inflict heavy damage. To perform a bite attack, press the Directional button UP and press the ■ button. This will rip apart a foe with Arokh's sharp teeth and claws.

NAVIGATION

It is easy to become lost soaring through Drakan's vast mountain ranges or skulking through its swamps and deserts. The compass encircling the Mana Glass always points to the North (the top of the map). Listen to those you speak with for directions to important locales.

Tip: Consult the map screen in the Items Menu to help navigate.

OBJECTS OF IMPORTANCE

Search for objects during your travels. Pick them up by walking over them.

- Some objects, such as weapons or items, will sparkle to attract your attention. Others may appear when Rynn defeats an enemy.
- Strongboxes and treasure chests will open when Rynn approaches them and may spill their contents. Some strongboxes are empty.
- Many important things are contained in barrels and wooden crates that must be broken open to reveal what's inside. Beware…some containers may be explosive!
- Some barrels and crates with metal reinforcing cannot be broken.
- Items you pick up appear on the Weapons/Items Menu and must be equipped for use.
- Items that serve a single purpose may be used automatically when the time and place is right.

Health Elixir and Potion of Life



These replenish the Health Glass to repair battle injuries to Rynn and Arokh. A Health Elixir returns partial health. A Potion of Life returns full health.

Gold Sacks



Use gold to buy items in shops throughout Drakan. Find gold sacks in treasure chests and barrels or take them from fallen enemies.

Potion of Invisibility



Slip by enemies totally unnoticed. You can still see Rynn, but no one else can.

Potion of Invulnerability

Will temporarily render Rynn immune to all forms of physical damage except for falling from great heights.



Treasure Chests

Treasure Chests may open when approached. They contain useful items including weapons, gold, health and mana.



Barrels and Wooden Crates

Hack open barrels with a sword, axe or club to reveal their contents. They may contain gold sacks, items, weapons or elixirs.



Crystals, Emeralds, Diamonds, Jewelry and Goblets

These have monetary worth and add to your gold value.



Half Mana and Full Mana

Mana is essential to Rynn's spell casting abilities. Half Mana rejuvenates the Mana/Power Glass by half. Full Mana completely fills it.



Buying and Selling



Once you accumulate some gold, search out a merchant who sells weapons, potions or spells. When Rynn approaches a merchant, press L1 to talk and the Store Menu appears. Press the R1 or L1 buttons to switch from your personal inventory (Weapons and Magic you already have) to the Store screen that displays the merchant's offerings. Merchants usually specialize in only one type of product: armor and weapons, potions, or spells.

Buying Items

Consider the amount of gold you have and Rynn's skill level to guide your purchases. Press the Directional button LEFT/RIGHT to scroll through the merchant's available wares from the Store screen. If Rynn has not yet reached the skill level needed to wield the selected weapon, its description text appears in black type.

Press the ■ button to purchase the item. The "Price" amount is subtracted from the gold account at the bottom right of the screen.

Selling or Dropping Items

If you want to sell an item, select the Weapons/Items screen and select the article you want to sell. Press the ◯ button to sell the item. The "Sell" amount will be added to the gold account at the button right of the screen.

Tip: Remember that weapons wear out. Keeping a backup weapon may prove wise.

You may also elect to drop an item by pressing the △ button. Dropping an item creates room for more important items. There is a limit on the number of items Rynn can carry and this depends on the size of each item.

Repairing Weapons and Armor

Weapons dealers can repair a damaged weapon, bow or armor. Select worn items from your inventory while visiting the merchant. The price of repair is stated in the item information area. Press the ✕ button to repair the item. Each time an item is repaired, its maximum durability will be decreased slightly.

THE BEINGS OF DRAKAN

Lady Myschala



She rules Surdana, the last fortress of Drakan. Lady Myschala has summoned Rynn and Arokh to awaken the Dragon Mother and return the dragons of the Order to this world.

Sorceress Jade



Jade lives in the tower across the lake in Surdana and wants Rynn and Arokh to battle the Desert Lords who enslaved her people in the Desert of Tears. Seek her out for magical spells.

Desert Lords



These sorcerers from the demon world of Sessool are the force of evil behind Drakan's decay. They want all humans to submit to their dominance.

General Dehrimon



He is the commander of the army in charge of defending Surdana. He is sworn to protect Lady Myschala and the people in and around Surdana.

The Grull



Grull are predatory and brutal beings who inhabit the countryside. They are expert at banditry, usually killing those they have robbed. Grull may attack in groups and can swing an axe with punishing speed.

Spiders and Scavengers



These creatures attack low to the ground and lunge at Rynn.

Tip: Try targeting them or use overhead attacks.

Blackwings



These feral dragons lurk in the skies over Drakan. Arokh is much stronger than a Blackwing but they often attack in pairs, presenting a deadly threat to Rynn and Arokh.

Trogs



Trogs inhabit the swamps and enjoy the taste of humans. They sometimes lurk in shallow water with only their eyes visible. They are so voracious, they sometimes slash each other in a ravenous frenzy to tear into humans. Trogs have deadly razor claws and can lash out quickly.

The Dead



These skeletal spirits were aroused from eternal sleep to attack living humans. They attack with axes and are immune to certain forms of magic.

THE REGIONS OF DRAKAN

Surdana

Surdana is the last stronghold of the human race. Tucked into the mountains, the castle has stood firm and pristine against the chaos for centuries. Surdana is ruled by Lady Myschala, who knows of Arokh's great power to save his trapped brethren. The Sorceress Jade also resides here and possesses magical powers essential to defeating the Desert Lords.

Shadowmire

The Tree of Mourning stands hidden in this swamp. Those adventurous enough to explore here often stay for dinner. Carnivorous Trogs lurk in caves and shallows waiting to carve up their next human feast.

Kragmor

Towering granite peaks encircle Kragmor's valley floor that is infested with monsters and bandits waiting to prey on the unwary.

Catacombs

A haunting power grips a monastery as the entombed spirits of dead monks rise up to terrorize and murder their living brothers. Rynn must leave Arokh to descend alone into the catacombs to still the deceased, but axe-wielding holy men.

City of the Damned

Everything seems dead here. Dry leafless trees stand in lonely silence under menacing clouds and ancient structures crumble under the weight of centuries. Peer over one of the cliffs and you will see that these ruins are hanging in the clouds.

Andrellian Isles

Driving rain blasts these chunks of cursed land surrounded by angry seas. Any sailing vessel that travels close becomes marooned on the Isles. Somewhere here a military outpost attempts vainly to break a Grull stronghold.

Ravenshold

The icy serenity of this wilderness is shattered by feral dragon raids from above and murderous bands of Wartoks below. The Northmen guard the fort at Ravenshold.

Valley of the Fallen

This beautiful and fertile river valley is still ruled by memories of that ancient and terrible war. As the dead marshal their troops, Rynn and Arokh draw closer to the Desert Lords. The Valley leads into the desert and eventually to the secret lands that are the source of all evil in Drakan.

SAVING AND LOADING GAME DATA

Drakan: The Ancients' Gates allows you to save or load your progress at any time during the game.

Saving Game Data

To save game data:

1. Press START to pause the game and open the Pause menu.

2. Highlight SAVE GAME and press the ⊗ button. Highlight the block you want for saved data. If you are saving a game to a block already containing data, you will be prompted to overwrite that data. Select YES to save.

Loading Game Data

1. Select Load Game on the Main Menu or the Pause screen.

2. Press the Directional button to select the saved game you want to play and press the ⊗ button. If a game is already in progress, you will be prompted to leave the current game. Select YES to load the game.

CREDITS

Surreal Software

Lead Designer
Alan Patmore

Technical Director
Stuart Denman

Lead Programmer
Tim Ebling

Lead Artist
Mike Nichols

Lead Animator
Scott Cummings

Producer
Nick Radovich

Sr. Engine Architects
Stuart Denman
Shaun Leach

Programming
Armen Levonian
Tom Vykruta
Greg Alt
Laurent Coulon
Matt Edmonds
Eric Snyder
Patrick Betremieux
Richard Rouse III
Michael Stradley

Design
Todd Clineschmidt
Andre Maguire
Spencer Boomhower
Richard Rouse III

Art
Joe Olson
Aaron Coberly
Jerusha Hardman
Chris Robinson
Josh Andersen
Craig Blum
Susan Kim
Ben Olson
Steve Allen
Jared Gerritzen
Susan Jessup
Hugh Jamieson
Hans Piwenitzky

Animation
Heron Prior
Brigitte Samson
Perry Cucinotta
Tonya Lyle
Kent Yu
Chris Johnson

Audio Director
Nick Radovich

Sound Design
Boyd Post
Nick Radovich

Script Writer
Heron Prior

Voice Over Direction
Ray Greenoaken
Mark Estdale
Boyd Post
Outsource Media

Voice Talent
Jo Cammack—Rynn
David Scully—Arokh
Andrew Wincott
Damian Gaskin
Darren Ormandby
Erine Geraghty
Gerry Kearsey
Gillian Goodman
Lewis Hancock
Lindsey Mack
Martin Quinn
Mary-Ann Coburn
Rachel Rodgers
Robert McCabe
Sam Taldeker
Stanely Townsend

Recording Engineer
Mike Timm

Music
Eric Aho

Production Assistant
Tracey Guinn

Additional Programming
Charles Bloom
Nathan Morse
Nicholas Gauvin

Additional Art
Steve Simoneaux
Nick Heitzman

Additional Design
Duncan
John McWilliams
John Whitmore

Localization
Nick Radovich
Tracey Guinn

Testers
Theodore Lankford
Robert Leger
Scott Jahnke
David Thomas
Paul Lindel
Colleen Quinn
Diana Gates
Jennifer Allen
Ryan Mattson

CREDITS

Sony Computer Entertainment America

Product Development

VP of Product Development
Shuhei Yoshida

Director of Product Development
Connie Booth

Producer
Darren Yager

Assistant Producer
Ken Chan

Director of First Party QA
Michael Blackledge

Senior Test Manager
Ritchard Markelz

Usability Manager
Christian Arends

Core Team Manager
Sam Bradley

Project Coordinator
Eric Ippolito

Tech Coordinator
Ara Demirjian

QA Lead
David Meagher

QA Assistant Leads
Nathan Carbino
Clifton Chu

QA Analysts
Jason Bianchi
Aaron Friedrikson
Samir Gupta
Tim Hackl
John Harlow
Essie Homodanian
Casey Kanney
Chuck Lee
Cesar Lemus
Gretel Perez
Sean Pieraccini
Vladim Polyak
Laird Rishworth
Martha Sapeta
Donald String
Jim Vernon
Ed Wong

Marketing

Senior Vice President
Andrew House

Director, Product Marketing
Ami Blaire

Product Marketing Manager
John Koller

Product Marketing Specialist
Maggie Rojas

Public Relations Manager
Charlotte Panther

Public Relations Specialist
Tina Casalino

Creative Services Manager
Quinn Le

Creative Services Specialist
Ben Wallace

Director, Promotions
Sharon Shapiro

Director, Public Relations
Molly Smith

Director, Direct and Online Marketing
Steve Williams

Director, Creative Services
Ed DeMasi

Vice President, Loyalty and Channel Marketing
Marilyn Weyant

Legal and Business Affairs

Vice President of Legal and Business Affairs
Riley Russell

Director, Legal and Business Affairs
Lisa Lunger

CREDITS

SCEA Marketing Team

Janeen Anderson
Donna Armentor
Shelley Ashitomi
Josh Bingham
Ryan Bowling
Omar Brodrick
Marv Cabanero
Jesse Caid
Karen Calura
Tina Casalino
Lori Chase
Heather Crosby
Christopher Cue
Michael Denny
Aimee Duell
Ron Eagle
Blair Elliott
Allan Frankel
Michele Freeman
Peggy Gallagher
Chris Hagedorn
Sheri Hockaday
Darren Horwitz
Ted Jalbert
Bob Johnson
Jennifer Jones
Chuck Lacson
Grant Luke
Johanna Legarda
Ed Loonam
Marie Macaspac
Troy Mack
Natasha Mirosnkoff
Letha Moore
Susan Nourai
Dayton Paiva
Jonathan Ries
Tracy Ryder
Sarai Sequeira
Patrick Seybold
Jack Siler
Noel Silvia
Cyril Tano
Mary Thomas
Jamie Tica
Mark Valledor
Kim Yuen

Packaging and Manual design

CMB Design

Documentation

Hanshaw Ink & Image

Special Thanks

Ron Allen
Mark Allice
John Aspinwall
Ashley Baquero
Gary Barth
Carisa Bianchi
Daniel Brooke
Pele Burgess
Claudette Castillo
Michael Cerda
Kirsten Costello
John Crompton
Jeannine Deming
Christine DeNezza
Brian Dimick
Butch Freedhoff
Jerry Gentile
Emma Greenfield
Brian Hale
Phil Harrison
Kaz Hirai
Jeff Hutchinson
Julie Iverson
Ian Jackson
Hugh Jamison
Lori Kajiya
Grace Kao
Jeff Kirschner
Kerri Krebs
Rich LaRocca
Kenneth Law
Shawn Layden
Michelle Manahan
Kaytie Mandell
Brad Maur
Juan Montes
Christine Mouchamel
Glenn Nash
Susan O'Driscoll
Frank O'Malley
Tenny Park
Amanda Peters
George Richard
Debra Robins
John Rojas
Rick Rooney
Mike Rose
Jack Tretton
Saul Villegas
Joe Ward
Richard Watts
Jim Williams
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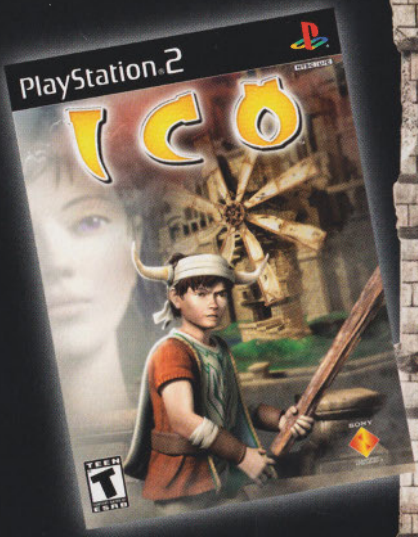
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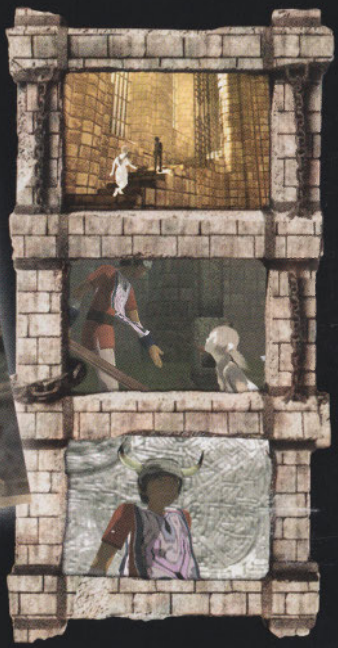
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